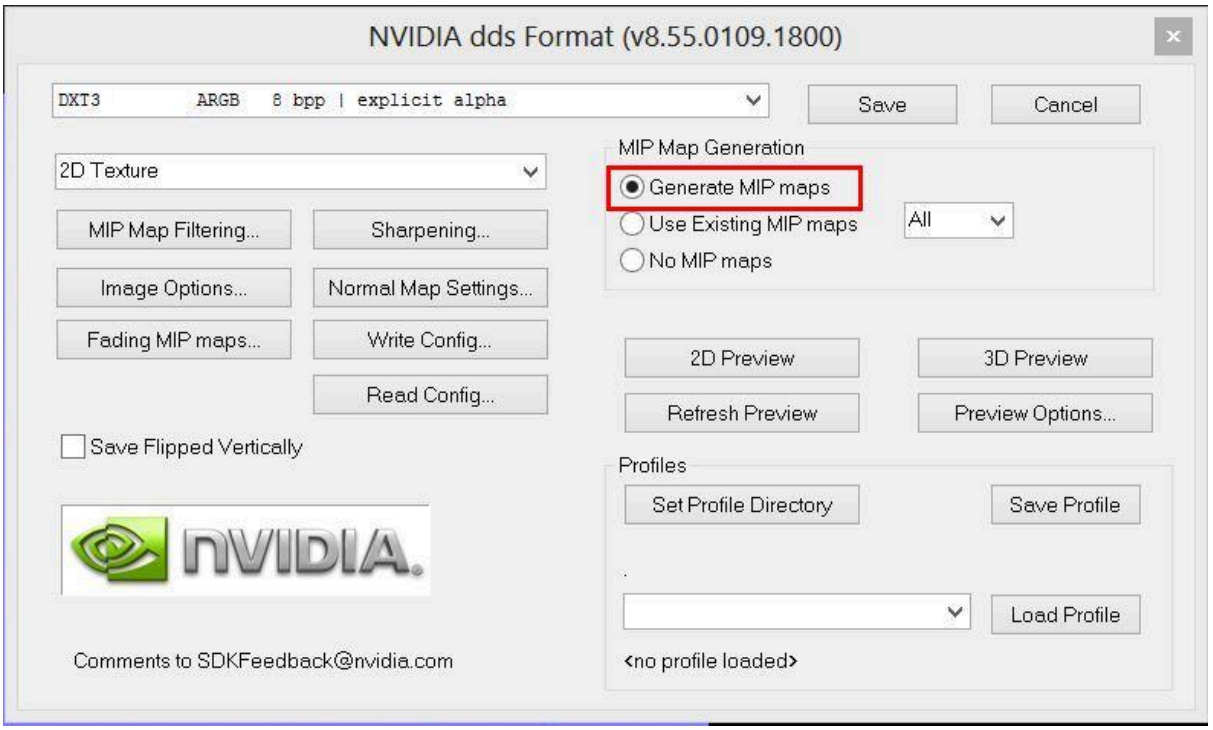
# 3D Model Livery Requirements.
# DDS format.

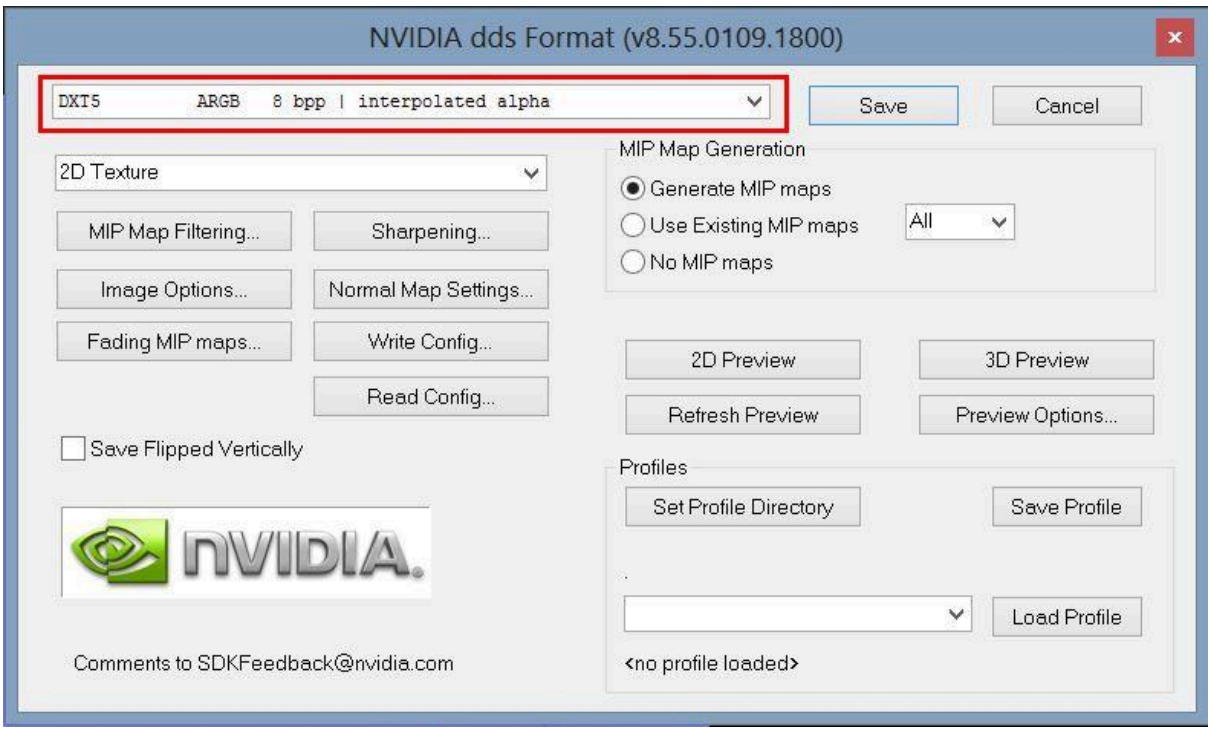
## Use NVIDIA Texture Tools for Adobe Photoshop

https://developer.nvidia.com/nvidia-texture-tools-adobe-photoshop

All textures should have MIP levels.




Diffuse and Specular textures should be saved with DXT3 or DXT5 (8 bpp) formats.




Use standard bump textures that are desirable.
If you use unique bump textures, it should be saved with 8.8.8 RGB (24 bpp) format.